

REMARKS

The Examiner has rejected claims 1 - 20 under 35 U.S.C. §102 as being anticipated by Age Of Rifles. Applicant respectfully traverses.

The independent claims recite accepting input of a *candidate character* that will be an object of action performed by a predetermined character. For example, the candidate character could be an enemy character that is targeted by the player character, which is an example of the predetermined character. Age of Rifles selects candidate *locations*, not candidate characters. Age of Rifles describes hexes that are under a pointer. When the active unit can fire into the hex, the cursor changes color. The only character selected in Age of Rifles is the player character himself. The selected player character is not an object of action that is performed by another character, i.e., the predetermined character.

The independent claims differ from Age of Empires in other ways as well. The claims recite displaying the vicinity of the candidate character differently depending on whether the candidate character is an enemy character. Age of Rifles does not consider whether the candidate character is an enemy character. That is, no discussion is provided of an enemy analysis. As noted above, Age of Rifles does not consider candidate characters. In addition, color is not changed in Age of Rifles depending on whether the candidate character is an enemy character. Rather, Age of Rifles changes the color of the pointer based on whether (and how) the unit can move or fire into the hex.

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Independent claims 1, 6, 11, and 16 recite determining whether the candidate character is an enemy character. Age of Rifles does not teach or suggest such a limitation.

Independent claims 2, 7, 12, and 17 recite accepting input of an action to be performed and displaying in accordance with the type of action accepted as input. Age of Rifles does not receive input of an action type. Rather, it appears to automatically select the action type because the arrow pointer is displayed if the unit can not fire into the hex under the pointer.

For at least these reasons, it is requested that the Examiner withdraw the rejections of the independent claims.

Dependent claims 3 - 5, 8 - 10, 13 - 15, and 18 - 20 are also believed to recite further patentable subject matter of the invention and therefore are also believed allowable over the prior art. As such, allowance of the dependent claims is deemed proper for at least the same reasons noted for the independent claims, in addition to reasons related to their own recitations. For example, claims 5, 10, 15, and 20 recite displaying a predetermined character vicinity differently from a candidate character vicinity. It is submitted that the reference's teaching of displaying enemy units differently from friendly units is distinguishable from the claim recitation. Accordingly, applicant respectfully requests reconsideration of the outstanding rejections and an indication of the allowability of all of the claims in the present application.

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Should there be any questions, the Examiner is invited to contact the undersigned at the below listed number.

Respectfully submitted,
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